

The Briefing Room



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Mike Ritter

- EDITORIAL -

714-344-1879

The Briefing Room is put here for a purpose. Using this as an excuse Ron gets me to type up some of his stencils. He needs the rest, or so he says. In this section of Alternate Reality (my section) I will include all of the game announcements, moves, press, and other junk that I want to throw in. The I is Walker Barnes, GM and editor of this precious little section.

I am going to need things to fill up my section, so be careful when you send me a letter, I will probably quote everything you say. Also send us the press for your games so I won't have to write everything and you won't have to read my writing. We reserve the right to edit all press that is published. You people who aren't in games ought to pause here and think if you want to, read the press. Some of it is pretty bad, I know, I wrote some of it.

I just ran out of things to say so I'll use my first space filler for this issue. It will consist of quotes from a letter that Gil Neiger wrote me, dated 1/31/740. My comments are in double parenthesis. Don't take anything that Gil says at face value, I'm sure he didn't know I was going to quote him.

You know, if you guys don't want me writing you, you've got to stop publishing. I think I just mailed a letter to Ron((editor of AR)) this morning.

Well, let's see. I got AR#2 today. Pretty good. I don't think it's quite as good as the first, but probably it's just personal. I mean, I don't like Kampfpanzer as much as I do SNIPER! ((both published by SPI)) and the critical whatever thing by Rich Knights didn't really interest me. But it was still very good. Well, I'll go thru the whole thing in order.

The first story was good, except I don't quite understand it. Who was bleeding in the end? ((Ron changed the ending somewhat when he typed it up to make it more coherent, you should have read it before the change. As far as I can tell the guy fainted when he saw the 'picture' bleed. That's probably wrong, though.)) House Rules. I don't like the neutral 1901 moves you have. I guess having Aus-Rus moving to Galacia each, and Rus-Tur moving to Black Sea can be excused as defensive, but I see no reason why Italy should move to the province of Naples with its other army. ((Me neither it was a mistake. It should be ARom-Apu.))

Now nothing personal, Walker, but NAW ((Napolean At Waterloo)) is now \$2. ((I had listed it as costing only one dollar)) as is the expansion kit. The deluxe (NAW plus expansion kit, plus two moves articles) is \$7.

I agree with you about KampfPanzer. The trouble I have with it is that I don't go crazy over tactical games, and I don't like to go thru with the bother of the Kampfpanzer/Dessert War system. Did I tell you that once already? (No, but in all of my letters that I've received from you since you have.)

As far as I know, I have never heard of a letter that I have ever heard of. I get letter every three or four days from him. And we always end up a game with other.

As you can see by the label at the top of the page everything in here is considered to be an editorial. This whole section is an editorial. So don't be surprised when you don't agree with something that I have to say. Even I don't agree with what I say sometimes.

If someone wants to phone in their moves they can do so at the various places and numbers listed below. If you call at any other time you'll probably get someone who knows nothing about diplomacy and will think it is just calling so be careful if I don't answer the phone. Ask for Walker Barnes when you call.

My phone number is 714-344-1589 and I can almost guarantee that I will be there during the following times: Monday and Thursday from 4-6 (I have a class those nights and school during the day) Tuesday, Wednesday, Friday time after 4, Saturday after 8 (pm) and Sunday all day.

On Saturdays I go down to Ron's book store and stamp books, and stamp cards, and stamp books, and it's driving me crazy and giving me a sore thumb. I be there from noon to 6pm and the phone is 714-352-3955.

We still have many, many openings left in Origins of World War Two, A few openings left in Diplomacy, and five places left in the Transatlantic war (deviant?) of Diplomacy. If you need the rules to it send ya a dime

